

*A<sup>1</sup>  
cont'D<sub>2</sub>*. (New) In a computer network which interconnects a plurality of servers and a plurality of receiver units, wherein the plurality of receiver units are capable of sending requests to a plurality of destinations for processing, a method of controlling and scheduling when a request is sent to a destination, comprising:

receiving at a receiver unit a first communication that includes (i) scheduling information for determining when a request associated with the first communication should be sent to a destination for processing, the scheduling information being under the control of an author of the first communication and being capable of differing from one receiver unit to another, and (ii) an indication of the destination to receive and process the request associated with the first communication;

preparing the request to be processed by the destination and storing the request at the receiver unit;

at the receiver unit waiting a period of time determined by the scheduling information before attempting to send the request to the destination; and

after the period of time, automatically sending the request to the destination for processing.

3. (New) The method of claim 2, wherein the first communication is a broadcast trigger, the broadcast trigger being received by the receiver unit from a one-way broadcast communication channel.

*A<sup>1</sup>NT D*

4. (New) The method of claim 2, wherein the receiver unit is not connected to a network for accessing the destination during at least a portion of time while the receiver unit prepares and stores the request and waits to send the request.
5. (New) The method of claim 4, wherein the receiver unit automatically establishes a connection to the network and sends the request to the destination without human input.
6. (New) The method of claim 2, wherein the scheduling information comprises an indication that the request can be sent at a later time.
7. (New) The method of claim 2, wherein the scheduling information comprises a time.
8. (New) The method of claim 7, wherein the time is a time after which the request will not be sent to the destination by the television receiver unit.
9. (New) The method of claim 2, wherein the scheduling information comprises a date.
10. (New) The method of claim 9, wherein the date is an expiration date after which the request will not be sent to the destination by the receiver unit.

A1  
CONT'D

11. (New) The method of claim 2, wherein the destination is identified by a Uniform Resource Locator (URL).

12. (New) The method of claim 2, wherein the request comprises a Uniform Resource Locator (URL).

13. (New) The method of claim 2, wherein the scheduling information comprises a script.

14. (New) The method of claim 13, wherein the receiver unit includes a browser, the browser including a deferrer object and a queue, the method further comprising the script calling a method on the deferrer object such that the request is placed in the queue.

15. (New) The method of claim 14, wherein the browser uses information stored in the queue to determine when to send the request to the destination.

16. (New) The method of claim 14, further comprising:

receiving on the receiver unit a second communication from the destination; and  
removing the request from the queue in response to the second communication.

17. (New) A method as recited in claim 13, wherein the script includes random functionality so that the scheduling information produces a random period of time to wait.

*A1  
CONT'D*

18. (New) The method of claim 2, further comprising:

receiving on the receiver unit an indication from the destination that the destination received the request; and

displaying at least a portion of the indication that the destination received the request.

19. (New) The method of claim 18, wherein the indication that the destination received the request comprises a confirmation number.

20. (New) The method of claim 2, wherein the request comprises information entered by a user of the receiver unit.

21. (New) The method of claim 2, wherein the first communication is received at the receiver unit from a packet-switched network.

22. (New) The method of claim 2 wherein the request comprises an electronic order.

*A1  
CONT'D*

23. (New) In a computer network which interconnects a plurality of servers and a plurality of receiver units, wherein the receiver units are capable of sending requests to a plurality of destinations for processing, a method of controlling and scheduling when a request is sent to a destination, comprising:

identifying one or more destinations for receiving requests from the plurality of receiver units;

generating scheduling information that indicates a destination for receiving requests and that determines when the receiver units should send requests to the destination, the scheduling information producing different results as between at least some of the receiver units that receive the scheduling information;

creating a first communication that associates the scheduling information with a particular request, thereby allowing the author of the first communication to control the scheduling information that is associated with the particular request and determine when the particular request should be sent; and

distributing the first communication to the plurality of the receiver units so that the receiver units receiving the first communication may send requests according to the scheduling information provided by the first communication.

24. (New) The method of claim 23 wherein the scheduling information is in the form of a script that is either part of a broadcast trigger, a web page or an attachment to a web page.

*A1  
CONT'D*

25. (New) The method of claim 23, wherein the scheduling information comprises a script to be executed by the receiver units, the method further comprising including random functionality in the script so that the scheduling information at each of the receiver units executing the script produces a random period of time to wait prior to initiating the particular electronic transaction.

26. (New) The method of claim 23 wherein the destination in the scheduling information is identified by a Uniform Resource Locator (URL).

*A1  
CONT'D*

27. (New) For a computer network which interconnects a plurality of servers and a plurality of receiver units, wherein the receiver units are capable of sending requests to a plurality of destinations for processing, a computer program product comprising a computer readable medium carrying computer-executable instructions that implement a method of controlling and scheduling when a request is sent from a receiver unit to a destination, the method comprising:

receiving at a receiver unit a first communication that includes (i) scheduling information for determining when a request associated with the first communication should be sent for processing, the scheduling information being under the control of an author of the first communication and being capable of differing from one receiver unit to another, and (ii) an indication of a destination to receive and process the request associated with the first communication;

preparing the request to be processed by the destination and storing the request at the receiver unit;

at the receiver unit waiting a period of time determined by the scheduling information before attempting to send the request to the destination; and

after the period of time, automatically sending the request to the destination for processing.

28. (New) The computer program product of claim 27, wherein the receiver unit is connected to a network, and wherein the method further comprises disconnecting the receiver unit from the network during the period of time.

A) *CONT'D*

29. (New) The computer program product of claim 27, wherein storing the request comprises placing the request in a queue.

30. (New) The computer program product of claim 29 wherein the method further comprises:

receiving on the receiver unit, an indication from the destination that the destination received the request; and  
removing the request from the queue in response to the indication that the destination received the request.

31. (New) The computer program product of claim 27, wherein the method further comprises incorporating information entered by a user of the receiver unit into the request.

A1  
CONT'D

32. (New) For a computer network which interconnects a plurality of servers and a plurality of receiver units, wherein the receiver units are capable of sending requests to a plurality of destinations for processing, a computer program product comprising a computer readable medium for carrying computer-executable instructions that implement a method of controlling and scheduling when a request is sent from a receiver unit to a destination for processing, the method comprising:

identifying one or more destinations for receiving requests from the plurality of receiver units;

providing scheduling information that indicates a destination for receiving requests and that determines when the receiver units should send requests to the destination, the scheduling information producing different results as between at least some of the receiver units that receive the scheduling information;

creating a first communication that associates the scheduling information with a particular request, thereby allowing the author of the first communication to control the scheduling information that is associated with the particular request and determine when the particular request should be sent; and

distributing the first communication to the plurality of the receiver units so that the receiver units receiving the first communication may send requests according to the scheduling information provided by the first communication.

33. (New) The computer program product of claim 32, wherein the scheduling information is in the form of a script that is either part of a broadcast trigger, a web page, or an attachment to a web page.

A) CONCL

34. (New) The computer program product of claim 32, wherein the method further comprises including random functionality in the scheduling information so that each of the interactive television receiver units using the scheduling information produces a random period of time to wait prior to initiating the particular electronic transaction.

---